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This game is licensed by Nintendo for play on the

Nintendo ENTERTAINMENT SYSTEM®

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CONGRATULATIONS!

You have just purchased the authentic Konami home version of Castlevania, one of Konami's many original arcade hits. We suggest that you read this instruction manual thoroughly before playing the game.

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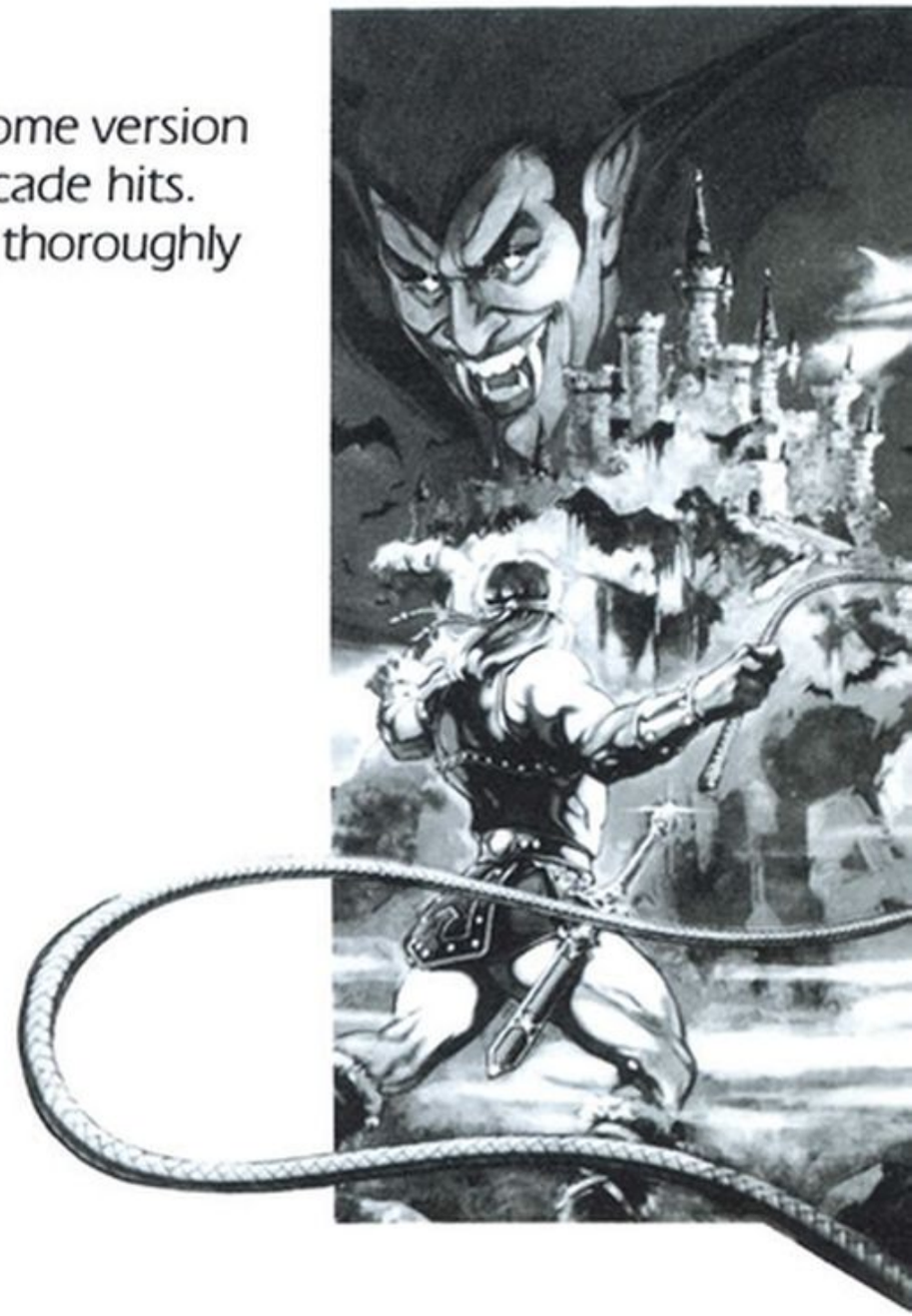


INTRODUCTION

GOOD EEEEVENING!

Step into the shadows of the deadliest dwelling on earth. You've arrived at Castlevania, and you're here on business:

To destroy forever the Curse of the Evil Count.

Unfortunately, everybody's home this evening. Bats, ghosts, every kind of creature you can imagine. You'll find 'em all over the place, If they don't find you first.

Because you've got to get through six monstrous floors before you even meet up with the Master of the House. Your Magic Whip will help, and you'll probably find a weapon or two along the way.

But once you make it to the tower, you can count on a Duel to the Death. The Count has waited 100 years for a rematch. He's ready. Are you?

HOW TO PLAY

Castlevania can be played by one player.

The player must use Control (1).

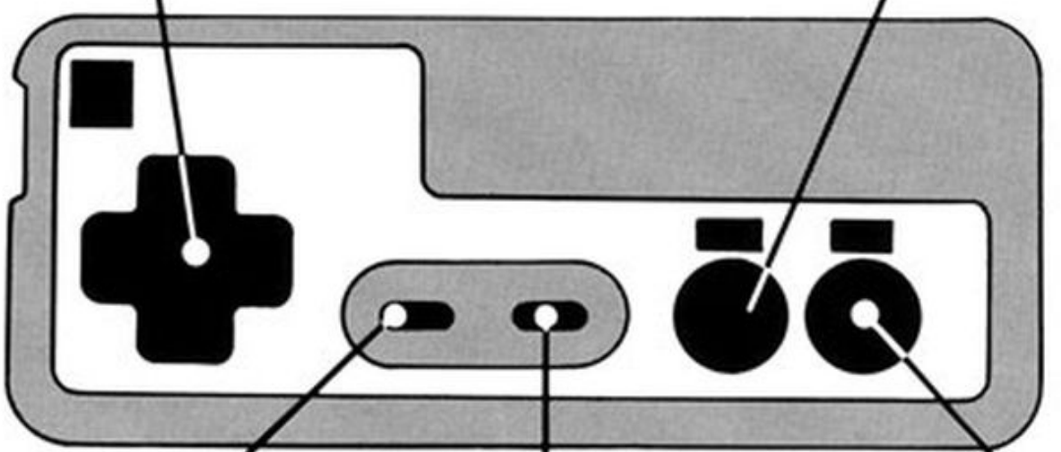
The object is to move through the passages and stairways of the castle to reach the tower, dodging or destroying every creature in your path. Use the control, as directed to activate your Magic Whip and the other weapons you'll find along the way. And watch for secret doors!

To begin, hit the START button, and your nightmare begins.

CONTROL FUNCTIONS

CONTROL PAD (MOTION)
controls forward and backward movement, standing and crouching, angle of jump, direction of attack

B BUTTON (ATTACK)
controls whip and all weapons



SELECT BUTTON
(not used)

START BUTTON
begins game, pauses action during game

A BUTTON (JUMP)
controls jumping

SAMPLE MOVES

TO JUMP DIAGONALLY: use "A" Button and left/right Control Pad keys.

TO ACTIVATE WHIP: use "B" Button and left, right or down Control Pad keys.

TO ACTIVATE WEAPONS: use "B" Button and up Control Pad key.

TO CRACK WHIP OR FIRE WEAPONS: use "B" Button.

THE SCREEN

Score

Time
When the timer shows "0," you lose one life.

Power Level Indicator
You begin each game with 3 "lives," and the indicator tracks the power remaining in each. As the creatures sap your strength, the indicator level drops. When it reaches "0," you lose one life.

Weapons Indicator
Shows the latest weapon you've picked up and activated.

Enemy Power Level Indicator
Indicator tracks damage you've done to Head Creature in any given stage. When level drops to "0," the Creature is out of the game.

THE CREATURES

Destroy the creature for the point total shown. BONUS POINTS awarded for knocking out 2 or more creatures with one throw of a weapon.

VAMPIRE BAT
200 points

ZOMBIE
100 points

BLACK LEOPARD
200 points

FISH MAN
300 points

PHANTOM BAT
3,000 points

QUEEN MEDUSA
3,000 points

MEDUSA
300 points

RAVEN
200 points

BLACK KNIGHT
400 points

WHITE SKELETON
300 points

RED SKELETON
400 points

EAGLE
300 points

HUNCHBACK
500 points

DRAGON SKULL CANNON
400 points

AXE-MAN
500 points

GHOST
300 points

SKELE-DRAGON
1,000 points

FRANKENSTEIN & IGOR
5,000 points

MUMMY MAN
3,000 points

GRIM REAPER
7,000 points

THE COUNT!
50,000 points

100-POINT BONUS –
awarded for capturing each of these items:

FIRE BALL

MUMMY WRAPPINGS

BONE FROM WHITE SKELETON

AXE-MAN'S AXE

THE WEAPONS

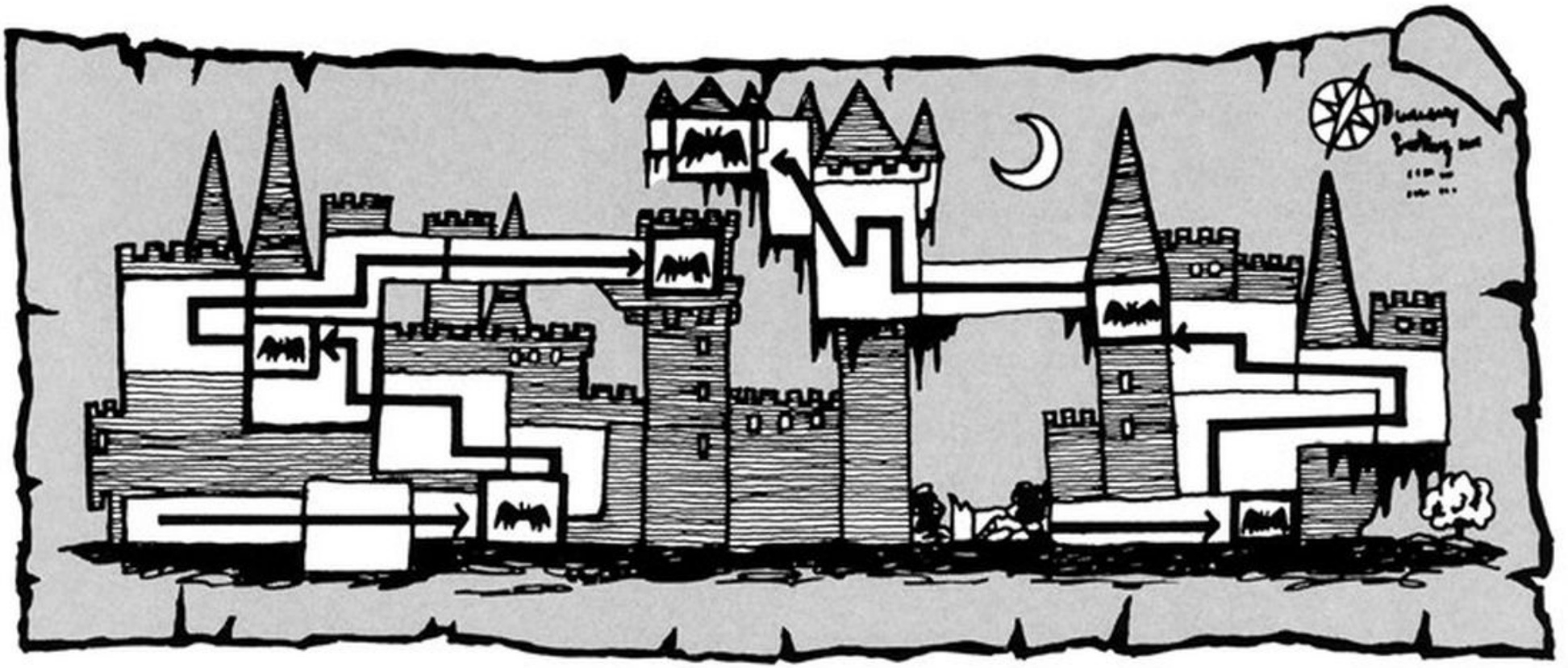
In addition to your Magic Whip, many other weapons are hidden along your path through the Castle. You're going to need them. Before playing, study this chart, so you'll know where to find your weapons, and how to use them.

WEAPON	ONSCREEN SYMBOL	WHERE TO LOOK	POWER	COMMENT
WATCH		Hidden on path or in creature	Stops enemy action (some exceptions)	Costs you 5 small hearts for each use
DAGGER		Hidden on path or in creature	Fast, accurate attack weapon	Makes target object dissappear
AXE		Hidden on path or in creature	Slow but powerful attack weapon	———
FIRE BOMB		Hidden on path or in creature	Splits the earth under target creature	Incinerates anything on path

WEAPON	ONSCREEN SYMBOL	WHERE TO LOOK	POWER	COMMENT
BOOMERANG		Hidden on path or in creature	Powerful attack weapon comes back to your hand	———
SMALL HEART		Hidden on path or in creature	Gives you one extra shot per weapon	You can stockpile as many hearts as you find for extra firepower when you need it!
LARGE HEART		Hidden on path or in creature	Gives you 5 extra shots per weapon	
CROSS		Hidden on path or in creature	Destroys all onscreen enemies	———
INVISIBILITY POTION		Hidden on path or in creature	Renders you safe from harm for a few seconds	———
MORNING STAR		Hidden on path or in creature	Increases power of Whip in 2 different stages	Short chain for 1st level, long chain for 2nd level boost

WEAPON	ONSCREEN SYMBOL	WHERE TO LOOK	POWER	COMMENT
MONEY BAG		Hidden on path or in creature	Gives you free points	Red = 100 Blue = 400 White = 700
DOUBLE SHOT		Hidden on path, in creature or background	Allows use of throwing weapons twice in a row	These appear when you strike certain objects 10 times in a row
TRIPLE SHOT		Hidden on path or in creature	Allows use of throwing weapons 3 times in a row	
PORK CHOP		Hidden in background	Partially revives lost power	Appears with secret Whip stroke
MAGIC CRYSTAL		Capture from Head Creature in each stage	Completely revives all lost power	Can clear creatures from entire stage

WELCOME TO CASTLEVANIA!



Treat Your Konami Game Carefully

• This Konami Game Pak is a precision-crafted device with complex electronic circuitry. Avoid subjecting it to undue shock or extremes of temperature. Never attempt to open or dismantle the Game Pak.

• Do not touch the terminal leads or allow them to come into contact with water or the game circuitry will be damaged.

• Always make sure your NES Control Deck is SWITCHED OFF when inserting the Game Pak or removing it from the NES Control Deck.

• Never insert your fingers or any metal objects into the terminal portion of the expansion connector. This can result in malfunction or damage.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

— Reorient the receiving antenna
— Relocate the NES with respect to the receiver
— Move the NES away from the receiver
— Plug the NES into a different outlet so that computer and receiver are on different circuits.

SCORES

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